9

- 5. The method of claim 1 wherein the texture feature map is a gray level feature map having gray levels as the texture feature value for each section.
- **6**. The method of claim **1** wherein the texture feature map is a contrast feature map having contrast values as the texture feature value for each section.
- 7. The method of claim 1 wherein the texture feature map is a halftone feature map having halftone values as the texture feature value for each section.
- 8. The method of claim 1 wherein calculating the texture property value for each object further comprises utilizing a second texture feature map having a second texture feature value for each image section.
- **9**. The method of claim **8** wherein the second texture feature map is a gray level feature map having gray levels as the second texture feature value for each section.
- 10. The method of claim 8 wherein the second texture feature map is a contrast feature map having contrast values as the second texture feature value for each section.
- 11. The method of claim 8 wherein the second texture feature map is a halftone feature map having halftone values as the second texture feature value for each section.
- 12. The method of claim 1 wherein calculating the shape property value for each object comprises determining an area of the object.

10

- 13. The method of claim 12 further comprising utilizing four corners of the object to determine the area of the object.
- 14. The method of claim 1 wherein calculating the shape property value for each object comprises determining a distance between center points of two different diagonal lines within the object.
- 15. The method of claim 1 wherein calculating the shape property value for each object comprises determining lengths of two parallel lines within the object.
- 16. The method of claim 1 wherein calculating the shape property value for each object comprises determining an inner product using four angles within the object.
- 17. The method of claim 1 wherein calculating the shape property value for each object comprises determining a ratio of a width of the object and a height of the object.
- 18. The method of claim 1 wherein the first predetermined range corresponds to valid texture property values of valid monetary banknotes.
- 19. The method of claim 1 wherein the second predetermined range corresponds to valid shape property values of valid monetary banknotes.
 - 20. The method of claim 1 wherein the valid monetary banknote is of United States of America currency.
- **21**. The method of claim **1** wherein the valid monetary banknote is of Japan currency.

* * * * *